

PINBALL

TM

Hall of Fame

The Gottlieb® Collection



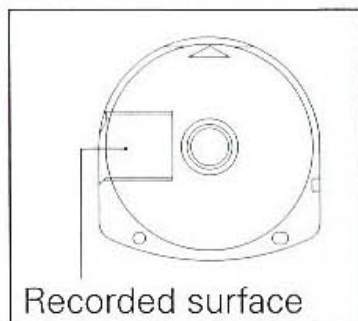
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP handheld entertainment system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play.
- Do not use the system when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

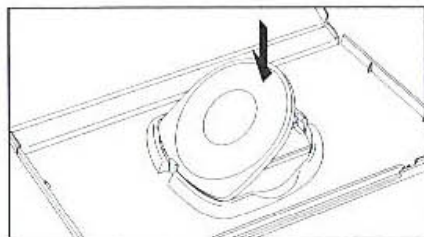
Use and handling precautions

- This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

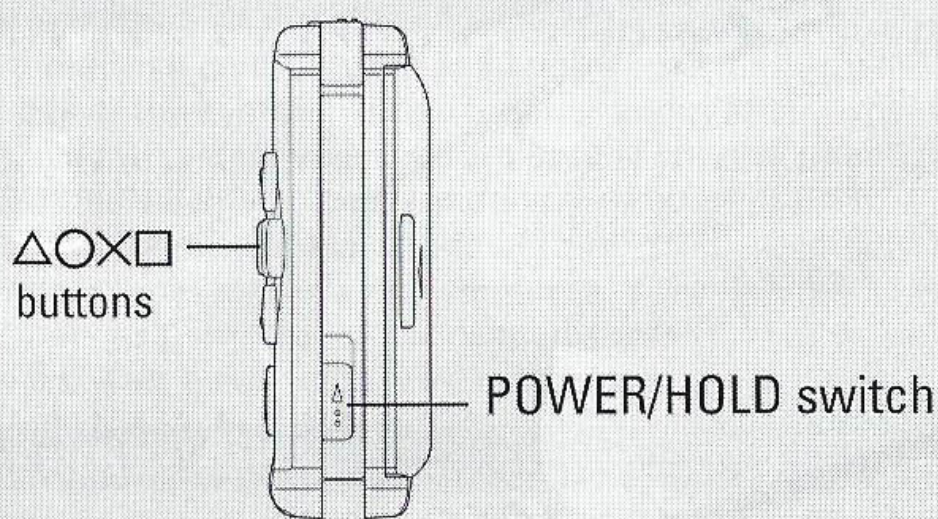
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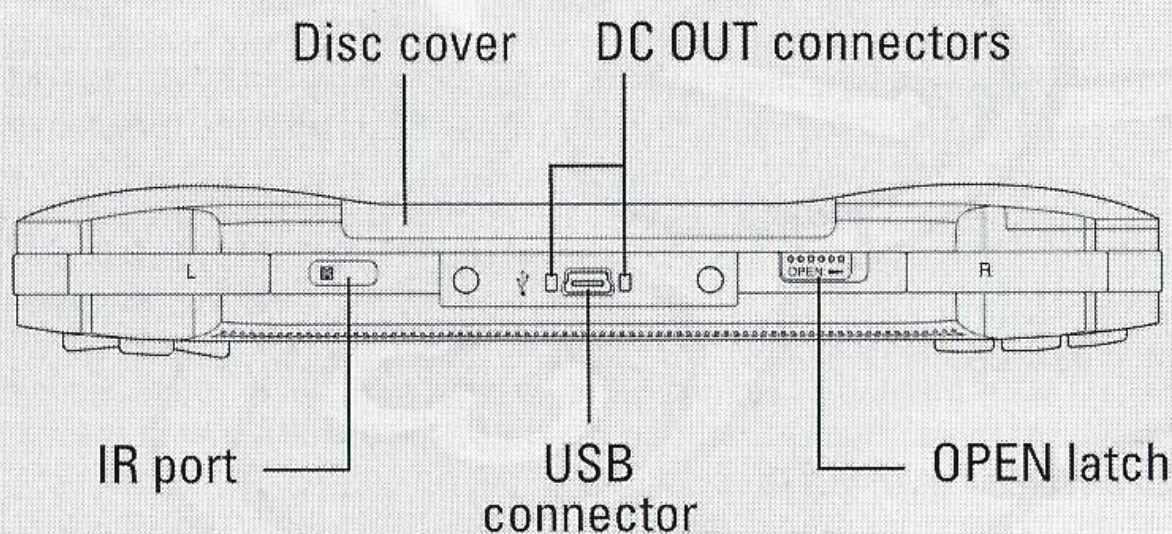
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GETTING STARTED

Right side view



Front view



Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the Pinball Hall of Fame disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the  button of the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

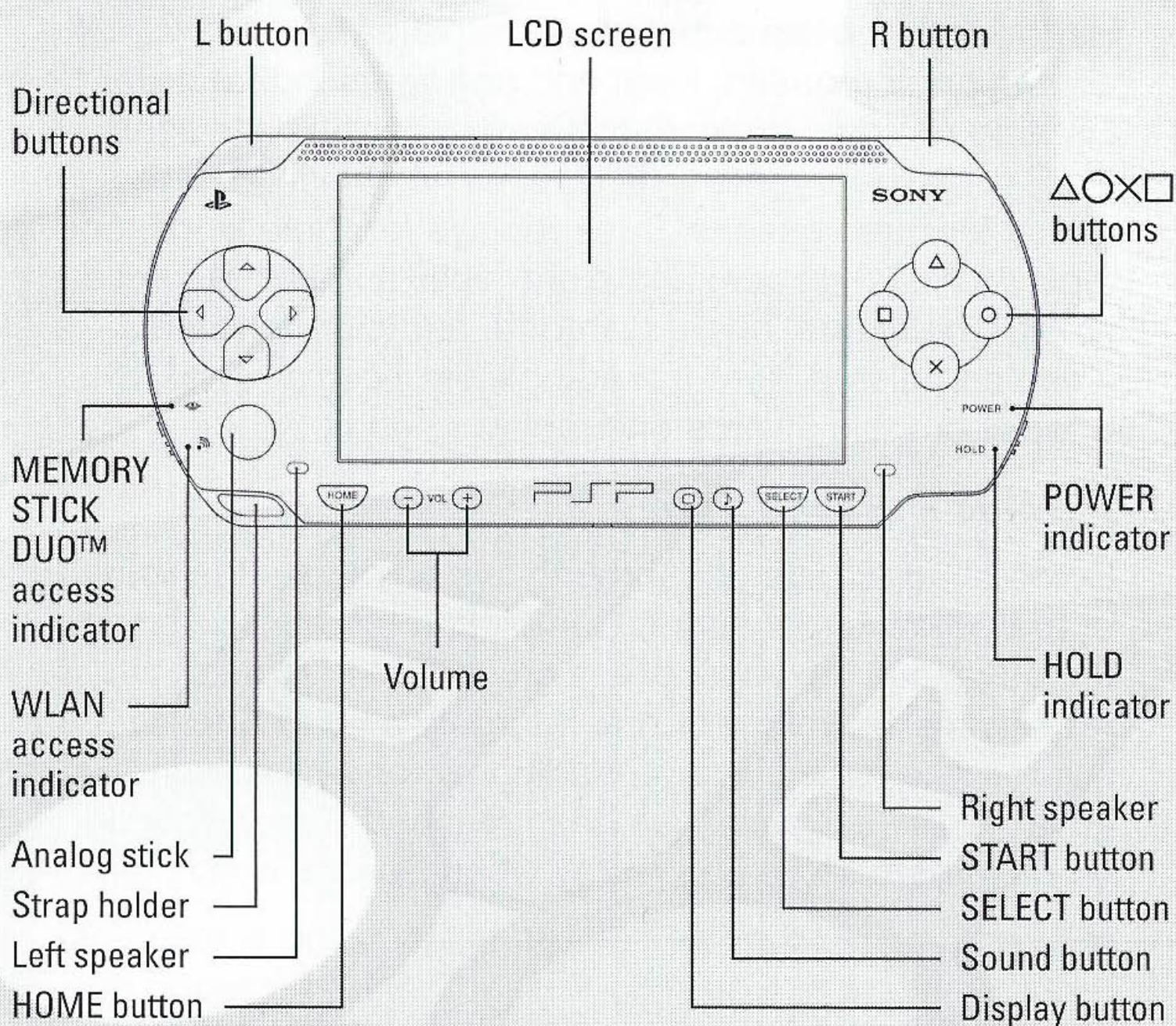
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP™ (PlayStation®Portable) system configuration



Controls

△ Button – Turn off or on High Score and Credits Display

× Button – Select

○ Button – Change camera angle

L Button – Left flipper

R Button – Right flipper

Analog Stick – Plunger / Nudge table

Start Button – Pause Menu

The Tables

Ace High - 1957

Hit the center of each bull's-eye target to light the corresponding queen, king, and ace lights in that order. Lighting up three queens, three kings, or any ace lights the Special hole lights. The Special hole rewards one replay for three queens; three replays for three kings; one replay for each lit ace; and eight replays if all three aces are lit. The spade, heart, diamond, and club rollovers, when completed, light the outhole for Special. The Special outhole awards one replay when lit.

Central Park - 1966

Completing targets one through five advances the value of the yellow target score. Completing targets six through ten advances the value of the green target score. Advancing the yellow or green target value to Special awards one replay, and an additional replay for each advance once Special has been reached. The yellow or green targets score one replay when Special is lit.

Big Shot - 1974

Hitting targets one through seven plus the eight ball or targets nine through 15 plus the eight ball lights Special on the left or right center target. The pop bumper will change the lit target for Special when it is lit. A bonus of 1,000 points is awarded at the end of each ball in play for each lit ball. In three-ball play, the end-of-ball bonus is 2,000 points for each lit ball for ball two, and 3,000 points for each lit ball on ball three. In five-ball play, the end-of-ball bonus is 2,000 points for each lit ball for ball four, and 3,000 points for each lit ball on ball five.

Genie - 1979

Completing the white drop-targets lights Extra Ball on the right Extra Ball target, resets the red and white drop targets, scores 10,000 points, and lights the white drop targets for increased scoring. Completing the red drop-targets lights the Special target, resets the red and white drop targets, scores 10,000 points, and lights the white drop targets for increased scoring. A-B-C-D rollovers score 2,000 points, or 5,000 points when lit; completing the A-B-C-D sequence lights the left Extra Ball target. Hitting the left Extra Ball target when lit scores an extra

ball and resets the A-B-C-D rollovers. Completing the yellow drop targets scores 5,000 points. The rollover buttons light the yellow drop-targets to increase the bonus multiplier. Building the end-of-ball bonus to 20,000 lights the right hole to collect the bonus, and resets the bonus once awarded.

TIP: BY BEATING THIS TABLE'S HIGH SCORE WILL EARN YOU MORE CREDITS THAN THE OTHER TABLES

Black Hole - 1981

Completing the yellow spot target sequence enables the upper playfield capture hole. Once enabled, the blue capture hole lamp will flash until a ball is captured. The lower playfield capture hole is always active, and any ball captured on the lower playfield will be remembered from ball to ball unless used by any of the players during multi-ball play. Multiple ball play (multiball) begins when a ball is shot down to the lower playfield while both capture holes are occupied. The lower playfield ball is released first, resulting in two-ball play. Once both balls have been lost in the lower playfield, the third ball will be released in the upper playfield for multi-ball play. Note: If the gate is not open when the two balls are returned to the upper playfield, they will both be lost and one-ball play will resume. The gate is opened by completing either drop target bank on the lower playfield.

Completing the left drop target bank (four-bank) on the lower playfield when all the targets are lit will light the Extra Ball lamp on the upper playfield. Capturing the ball on the upper playfield will award the Extra Ball (if a ball is already captured, Extra Ball will be awarded immediately). Each time the right target bank on the lower playfield (three-bank) is completed, the rollunder value on the upper playfield will advance, actuating the rollunder when its purple lamp is lit will award Extra Ball. Completing the B-L-A-C-K-H-O-L-E lamp sequence lights the white three-bank on the lower playfield for Special. Completing the bank will award one replay. Actuating the rollunder when its red Special lamp is lit will award one replay. Each time the right target bank on the lower playfield (three-bank) is completed, the rollunder value on the upper playfield will advance.

Goin' Nuts - 1983

Goin' Nuts is a unique table offering timer based gameplay. When the game begins, 3 balls, called squirrels, are

launched automatically. Each nut target you hit adds 3 seconds to the timer. When you lose a squirrel, the remaining 2 earn 2 seconds for any nut you hit. Clearing all 3 nuts on a bank will light a nut down below of the same color. You get 10,000 points per lit nut when you lose all your squirrels. If you light 3 nuts in all five columns, you are awarded with 200,000 points, an extra turn, and a free game. When you only have one squirrel left you must re-launch a multi-squirrel mode before the timer reaches zero. When lit, scoring a rollover will re-launch two squirrel mode. You can also try to hit the captured squirrel to re-launch 3 squirrel mode.

El Dorado City of Gold - 1984

The classic gameplay of El Dorado City of Gold is based on hitting lit targets and clearing banks. You score big points by building up to the maximum bonus. Normally your bonus progression is reset between balls. But by clearing all ten drop targets up top with one ball, your bonus progression is not reset when you lose a ball. Clearing all ten drop targets a second time activates the special and the extra ball. The extra ball is earned by hitting one of the lower two lit drop targets. The Special is earned by hitting the lit monkey rollover.

Victory - 1987

Hitting the active checkpoint scores the checkpoint bonus value on the display. Completing the race lights the outlanes for Special. Completing the F-I-N-I-S-H target bank advances the bonus multiplier. While the checkpoint bonus is counting down, playfield scoring is multiplied by the flashing multiplier value. Shoot the hole to advance hole value, award extra ball, and capture when flashing. Extra Ball is awarded only when scored on upper playfield. Complete the drop target bank sequence to advance value, score special when flashing.

Tee'd Off - 1993

Each time you complete all nine holes you are awarded with multiball play. The first nine holes completed starts Multiball Mode, which can be either two or three balls. In order to start three-ball multiball, you must launch the second ball into the mean hole from the plunger – two-ball play will begin if the mean hole is missed. The objective in Multiball Mode is to collect all flashing jackpots. The jackpot starts at 5,000,000 points, and

increases by hitting the captive ball. When only one jackpot remains, hitting it awards a super jackpot of 300,000,000, and relights all jackpots. This continues until there is only one ball left in play. The second nine holes completed starts Raining Cats & Dogs three-ball multiball. All jackpot shots and the center lane adds 25,000,000 points to the lightning storm bonus total awarded at the end of the ball. The third nine holes completed starts Anything Goes three-ball multiball. This mode is identical to Raining Cats & Dogs except that each shot adds 50,000,000 points to the lightning storm bonus. Shooting the Volcano when lit starts the flashing round. Skins Game: Shoot the volcano to add a SKINS! letter. Completing SKINS! gives the player the choice of taking 10,000,000 points or playing for double or nothing. Double or nothing lights a single shot on the table to double your score, you must hit the lit shot within 20 seconds or your score resets to zero. Find the Gopher: You have 15 seconds to find the gopher in one of the flashing shots. If you find the gopher you are awarded 30,000,000 points and complete the mode. Extra Ball: The slice target is lit for Extra Ball for 15 seconds. Tee'd Off: Shoot the center lane for bonus score. Pitch and Putt: Shooting the mean hole scores 10,000,000, during the 15 seconds given for the mode. When all five modes are completed, the big score target is lit for the rest of the ball in play for big points.

Strikes 'n Spares - 1995

Strikes 'n Spares offers 3 different modes of play: Regulation, Flash, and Strike 90. Basic play starts with releasing a ball with either flipper button. You can select which side you're bowling from per ball. Once released, use a flipper to bowl it down the lane. Rollovers under the pins determine the outcome. Each mode is comprised of one string of 10 standard frames. In Regulation Mode, scoring is exactly the same as normal bowling. In Flash Mode the number of points you earn for a strike or spare is locked in when you make contact with three pins on your first ball. In Strike 90, you can keep bowling as long as you keep getting strikes. Each strike adds 90 to your frame total. When you get a spare or fail to mark, you move on to the next frame. You are awarded 60 points for a spare or the number of pins down for an open frame. In Strike 90 and Flash you can earn extra games by passing 5000 and 9000 points.

Unlockable Features

When starting Pinball Hall of Fame, only 4 tables are unlocked for Free Play Mode. They are:

Genie

Big Shot

Victory

El Dorado

The other machines require you to spend credits to play. You earn credits through either normal play, completing a table goal (10 Credits), matching on the Game Over screen, or winning in Payout Mode.

You can unlock more tables for Free Play Mode and other hidden features by completing table goals or you can also spend credits to learn the unlock codes. The goal for each table is displayed by selecting the Goal option from the Play Table menu.

Tournament Mode

Tournament mode offers a scoring format that is used among some pinball enthusiast clubs for tournament play. The first replay score of each table is divided by 10, and equals one tournament point. The player earns one point each time their score on that table reaches the scoring threshold. Points are accumulated across all seven tables, and the player who earns the most combined points wins their match. Up to four players can compete simultaneously in a tournament, with a leaderboard displayed after all players complete a game on each table that shows tournament progress.

Play-Boy Table and Payout Mode

In normal mode Play-Boy's scoring is treated like any other table. The gameplay of Play-Boy in this mode is simply to earn points. When Payout Mode is unlocked, the mode is selectable from the Main Menu. Your bankroll for Payout Mode is your credits. Your current bankroll is shown on an overlay that has two options. The first option selects the game type (poker or blackjack). The second option selects the amount to bet. You may only bet as high as your current bankroll. If your bankroll reaches 0, you will no longer be able to play

Payout Mode until you've earned more credits. While playing, the cards that have been earned will appear along the bottom of the screen. Once the game is over, a screen will be displayed that explains the results of the game and how much was won or lost.

Poker

Launch all ten balls and make the best poker hand possible. The payouts are similar to video poker:

One Pair (Jacks or Better): Credits back

Two Pairs: 2 to 1

Trips: 3 to 1

Straight: 4 to 1

Flush: 6 to 1

Full House: 9 to 1

Four of a Kind: 25 to 1

Straight Flush: 50 to 1

Royal Flush: 250 to 1

Five of a Kind: 500 to 1

Blackjack

Launch each ball one at a time, choosing whether to continue launching balls or to stop when you are happy with your hand. You can keep launching until you bust or get 21. The joker counts as anything that can get the player to 21. Hitting 17 or 18 gets your credits back, 19 or 20 are worth 2 to 1, and 21 is worth 3 to 1.

Game Sharing

Pinball Hall of Fame has the ability to share individual tables wirelessly with other PSP system owners who do not have Pinball Hall of Fame. The following tables can be shared:

Genie	Central Park	El Dorado
Play-Boy	Black Hole	Goin'Nuts
Ace High	Strikes n' Spares	Big Shot

1. Make sure both PSP systems have their WLAN switch turned ON.
2. On PSP system #1, running Pinball Hall of Fame, Select Game Sharing from the table menu of one of the tables listed above.

3. On PSP system #2, without Pinball Hall of Fame, Select Game Sharing from the Game Menu in the PSP system Browser.
4. On PSP system #2, Select "Pinball Hall of Fame" when it appears.
5. On PSP system #1, Answer "Yes" when prompted to send the game.
6. The table will now be sent to PSP system #2. Please wait until the game is finished sending.
7. When the game is finished sending, press $\times$ on PSP system #2 to continue.
8. If you'd like to play a 2 player game, press $\times$ on both PSP systems. Otherwise press $\circ$. In a 2 player game the opposite PSP system's score is displayed on the right as Player 2.
9. Play Pinball Hall of Fame.

The communications function of this product includes software developed by the NetBSD Foundation, Inc. and its contributors. For a complete list of contributors please see <http://www.scei.com.jp/psp-license/pspnet.txt>.



FLIPPER

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WHEEL

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